To be able to debug GPU crashes (only works for Nvidia cards):

- First install Nvidia Nsight Graphics (you may have to create an nvidia account) Follow this link to download it: <u>https://developer.nvidia.com/nsight-graphics</u>
- 2) When the install is complete launch the Aftermath monitor that came with install of Nsight graphics:

| Tout Applications Documents | Web Plu | • • • • × |
|---|---------|--|
| Meilleur résultat | | |
| Nsight Aftermath Monitor 2022.3.0 Application | | ۵. |
| Afficher les résultats Web | > | Nsight Aftermath Monitor 2022.3.0 Application |
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| Documents (2+) | | |
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3) The monitor will launch minimized, click on the hidden icon arrow, and right click on the Aftermath monitor and select "Settings":



4) It will launch the Aftermath monitor settings window:

| 2 NVIDIA Nsight Aftermath Monitor | × |
|--|--|
| General 📢 Aftermath Privacy | |
| Crash Dump Directory: | Documents\NVIDIA Corporation\CrashDump |
| Debug Info Dump Directory: | Documents\NVIDIA Corporation\DebugInfo |
| Prompt to open NVIDIA Nsight Graphics on crash.: | Yes 🔹 |
| | |
| | |
| | |
| | |
| | |
| | |
| | Reset to Default |
| | <u>Q</u> K <u>C</u> ancel <u>Apply</u> |

Set the Crash Dump and Debug info Dump directory fields where you want, and you don't have to select "Yes" on "Prompt to open Nvidia Nsight Graphics on crash".

- 5) Then go to the "Aftermath" tab and configure it like that:
 - NVIDIA Nsight Aftermath Monitor

| General 🗣 Aftermath Privacy | |
|--|---|
| Aftermath mode: | Global 🗸 |
| Generate Shader Debug Information: | Yes 👻 |
| Enable Resource Tracking: | Yes 🔹 |
| Enable Call Stack Capturing: | Yes 🔹 |
| Enable Shader Error Reporting: | Yes 🔹 |
| Whitelist | |
| Modification of th Additionally, they application perfor | Add Edit Remove Sector S |
| | <u>O</u> K <u>C</u> ancel <u>Apply</u> |

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This will make sure that Aftermath catches any GPU crashes on your computer

- 6) Now everything is ready, you can repro the crash
- 7) When you manage to repro the crash, and if it was indeed a GPU crash, go to the directory set a step 4 and a ".nv-gpudmp" should have been generated:

| ← → × ↑ 📴 > Ce PC → Documents > NVIDIA Corporation → CrashDump | | | | | | | | | |
|--|----|---|------------------|-----------------|--------|--|--|--|--|
| A Assistantida | | Nom | Modifié le 🗡 | Туре | Taille | | | | |
| Eureau x | | FlightSimulator-15184-20220621_112406.nv-gpudmp | 21/06/2022 11:24 | Fichier NV-GPUD | 16 Ko | | | | |
| | 19 | | | | | | | | |

 8) This is the file we need to debug your crash, please send it back to us with your usual dmp. (follow this page to know how to generate dump files: <u>https://devsupport.flightsimulator.com/articles/5483/how-to-report-a-bug-or-crash.html</u>)